RENTAL

GAME INFO GUIDE







RENTAL Official release
LONELY HOUSE, February 2024
Game Info Guide

contents

With the release of this game, as a member of the team, it seems important to me to disclose what transpired during that fateful week in October and its aftermath, so that you, the reader, may not experience the same.

R.



The beautiful town of

2022, a group of friends, also known as Lonely House, embarks on a beach trip with the objective, as subsequently reported to authorities, of drafting their future goals and creating a horror game.

The events that transpire during that week, from October 24th to October 31st, remain shrouded in mystery.

strange occurences can be clearly seen in the vicinity.

the ocean

???

city map

Upon arriving at the house, each one of us retired to our own corners in the five rooms available. The initial hours were calm. As we unpacked, we encountered a series of objects with a peculiar aura. They appeared to be ritual artifacts of some sort, though their purpose remains unknown.

Woman behind bars?

On one occasion, when lighting a candle, the wax never consumed. I am certain it still burns somewhere in the house.

We had joined the 32bit jam, seeking to explore a different game genre. It was October, and we aimed to create something darker. The theme was the late '90s, and we opted for a low-res graphic style. We were guided by virtual realms of the past.

During that week, we played Silent Hill; when the door appeared and we could access the television room, Harry Mason's footsteps echoed, even when the audio wasn't connected.

this looks like a paradox

the House

We all worked side by side at the living room table—art and programming during the day, self reflection in the afternoon. During lunch, unfamiliar faces joined us.

Even A., who had arranged for the cabin, was unaware of their origin. They emerged from the rooms after we had seated ourselves, clothes covered in dust and the scent of naphthalene. That afternoon, a suited man sat at the table and said:

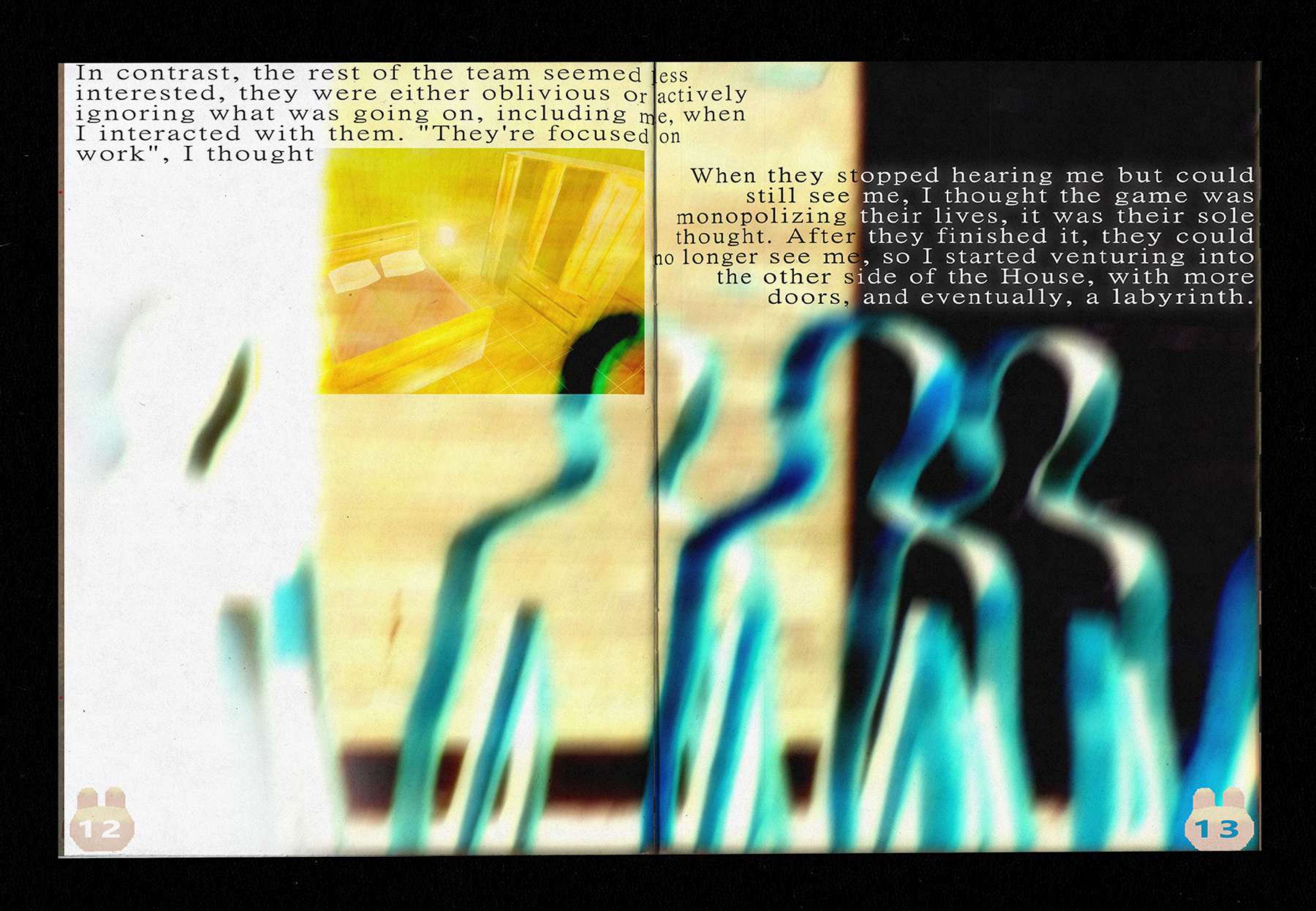


"Your game shall be about the House, so it desires."

No one acknowledged it, **but we** all somehow understoo**d that if** we didn't finish the **game in** time and incorporate th**e House,** we might nev**er leave.**

At times, the hallways melded into a dark and infinite fog. When I dared cross it, I walked what felt like two blocks; when I attempted to turn back, I was back in the room in two steps. Looking back, I think I was the most intrigued by what was happening in the House.

As we progressed with the game, my interest in these events increased; I felt there was something behind those walls, calling me



In contrast, the rest of the team seemed less interested, they were either oblivious or actively ignoring what was going on, including me, when I interacted with them. "They're focused on work", I thought

When they stopped hearing me but could still see me, I thought the game was monopolizing their lives, it was their sole thought. After they finished it, they could no longer see me, so I started venturing into the other side of the House, with more doors, and eventually, a labyrinth.

the GAME

what even went on exactly?

The Game is something I still find hard to talk about, but some of its images are etched permanently into my mind. Though blurry, they feel more like memories from my own point of view.

On October 31, the team began cleaning and packing their things. I couldn't find anything I had brought and spent the entire morning searching, even traversing the labyrinth. When I found my towel on a rocky outcrop, it was already November 5, and the door had closed long ago.

With a bit of luck, this text will reach you before playing the game.

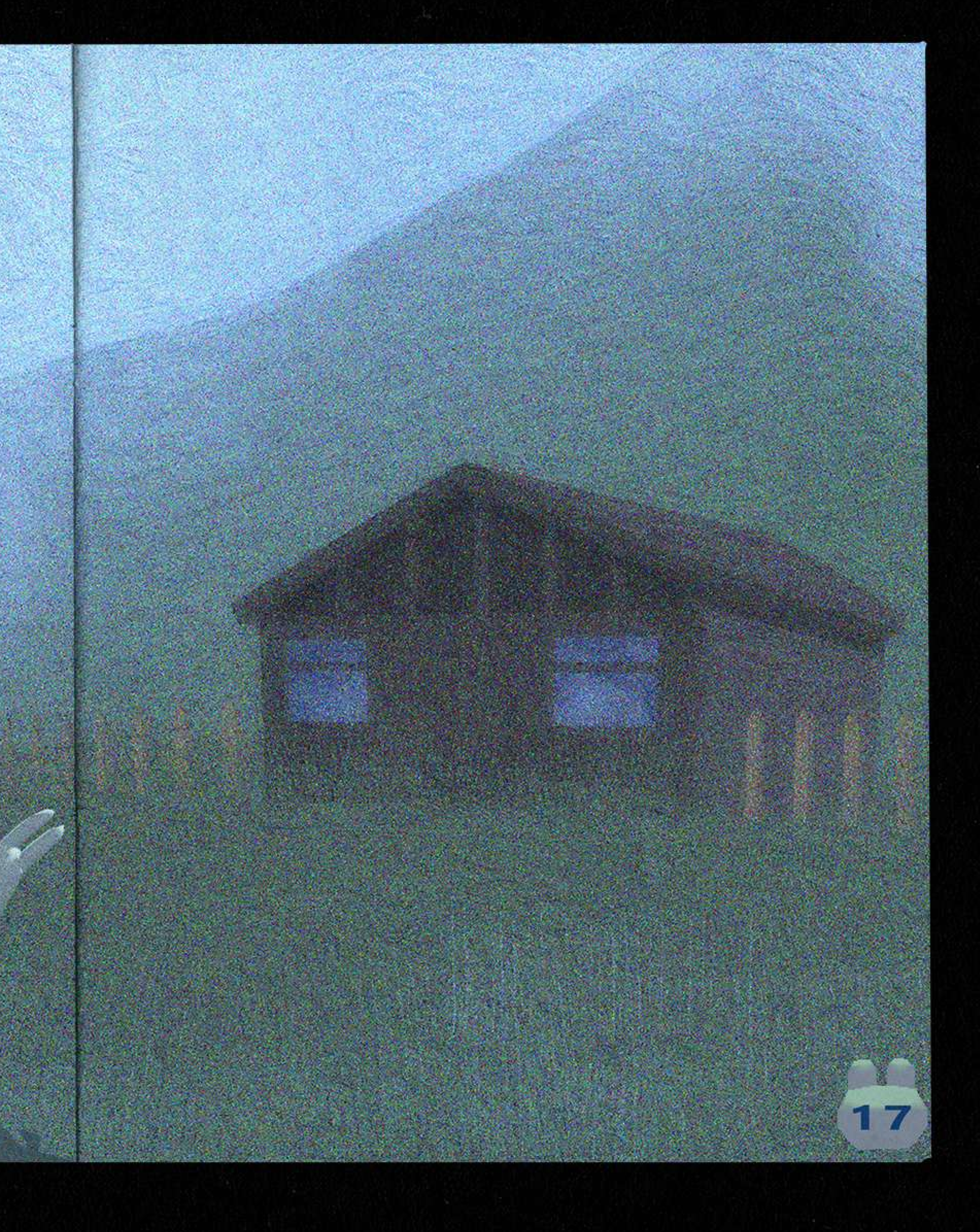
The team doesn't know I'm doing this; I doubt they even remember me... Life in this house isn't so bad; I can hear the ocean, and the tv airs reruns of shows from the '80s and '90s, sometimes even news from the 2000s...

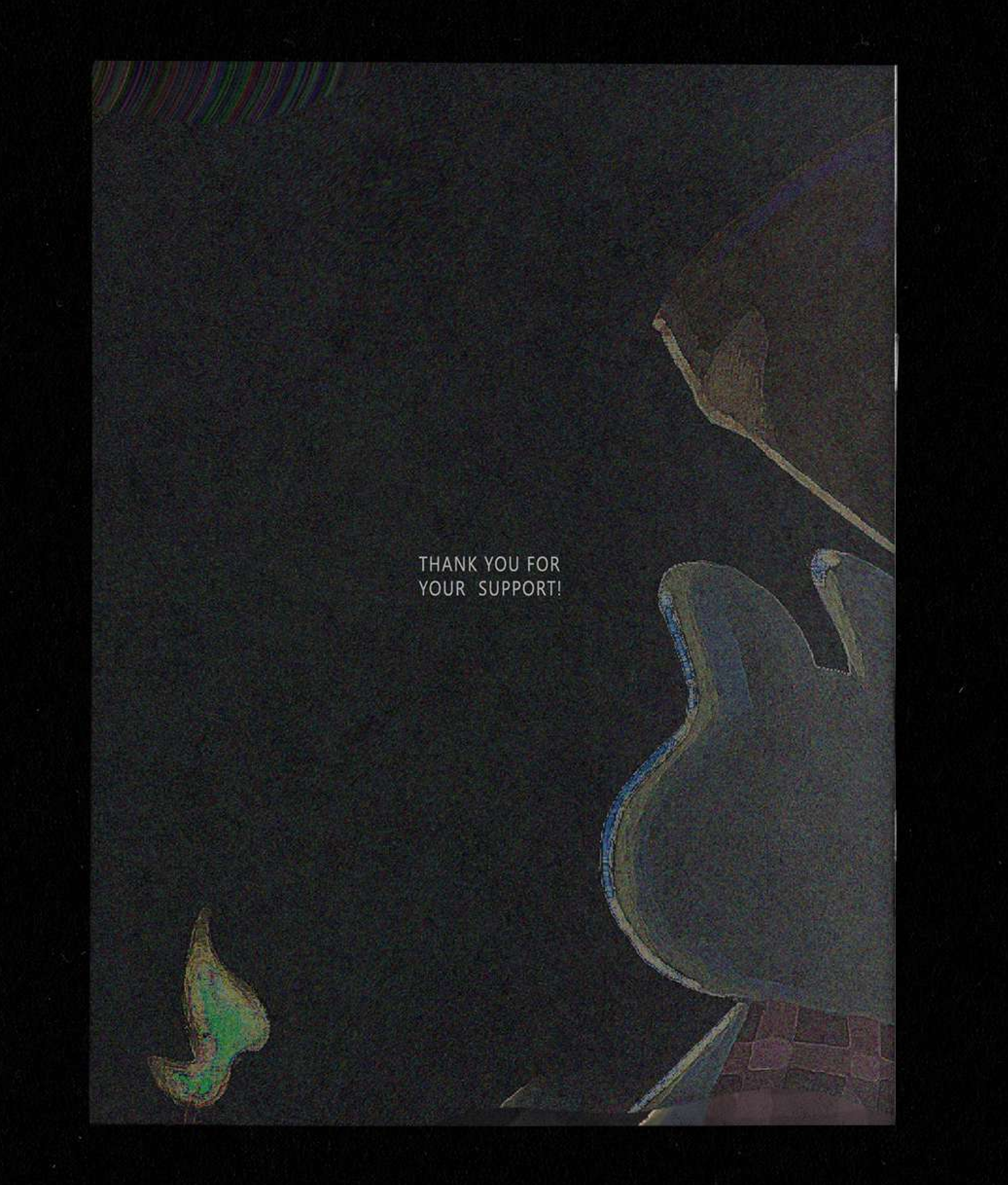
Perhaps you should come for a visit; I'm sure you would enjoy it. The House would like that too.



2022, a group of friends, also known as Lonely House, embarks on a beach trip with the objective, as subsequently reported to authorities, of drafting their future goals and creating a horror game.

On October 31st of that same year, Lonely House enjoyed a vacation in one of the finest beach rental locations. Schedule your visit with the Rental Man now!




THANK YOU FOR
YOUR SUPPORT!